

# IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

ASSISTANT COMMISSIONER FOR PATENTS

Washington, D.C. 20231

Attorney's Docket Number: 06502.0111-01000

Prior Application:

Art Unit: 2755

Examiner: P. Caldwell

SIR: This is a request for filing a

☒ Continuation ☐ Divisional Application under 37 C.F.R. § 1.53(b) of pending prior application Serial No. 08/636,706, filed April 23, 1996 of Ann M. WOLLRATH, James H. WALDO, and Roger RIGGS for "System and Method for Facilitating Dynamic Loading of "Stub" Information to Enable a Program Operating in One Address Space to Invoke Processing of a Remote Method or Procedure in Another Address Space"

1. ☒ Enclosed is a complete copy of the prior application including the oath or Declaration and drawings, if any, as originally filed. I hereby verify that the attached papers are a true copy of prior application Serial No. 08/636,706 as originally filed on April 23, 1996.
2. ☐ Enclosed is a substitute specification under 37 C.F.R. § 1.125.
3. ☒ Cancel Claims 1-33.
4. ☒ A Preliminary Amendment is enclosed.
5. ☒ The filing fee is calculated on the basis of the claims existing in the prior application as amended at 3 and 4 above.

For	: Number Filed	: Number Extra	: Rate	: Basic Fee \$790.00
Total	:	:	:	:
Claims	: 30 -20=	: 10	: x\$ 22.00=	: \$ 220
Independent	:	:	:	:
Claims	: 10 - 3=	: 7	: x\$ 82.00=	: \$ 574
Multiple Dependent Claim(s) (if applicable) : +\$270.00=:				
Total				=: \$1,584
Reduction by 1/2 for				:
filing by small entity				: -
TOTAL FILING FEE				=: \$1,584

6. ☒ A check in the amount of \$1,584.00 to cover the filing fee is enclosed.



LAW OFFICES  
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202-408-4000

7. ☒ The Commissioner is hereby authorized to charge any fees which may be required including fees due under 37 C.F.R. § 1.16 and any other fees due under 37 C.F.R. § 1.17, or credit any overpayment during the pendency of this application to Deposit Account No. 06-0916.
8. ☒ Amend the specification by inserting before the first line, the sentence:  
  
--This is a continuation of application Serial No. 08/636,706, filed April 23, 1996.--
9. ☐ New formal drawings are enclosed.
10. ☒ The prior application is assigned of record to: Sun Microsystems, Inc.
11. ☐ Priority of application Serial No. \_\_\_\_\_, filed on \_\_\_\_\_ in \_\_\_\_\_ (country) is claimed under 35 U.S.C. § 119. A certified copy  
  
☐ is enclosed or ☐ is on file in the prior application.
12. ☐ A verified statement claiming small entity status  
  
☐ is enclosed or ☐ is on file in the prior application.
13. ☐ The power of attorney in the prior application is to at least one of the following:  
FINNEGAN, HENDERSON, FARABOW, GARRETT & DUNNER, L.L.P.,  
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14. ☒ The power appears in the original declaration of the prior application.
15. ☒ Executed Revocation of Original Power of Attorney and Grant of New Power of Attorney.
16. ☒ Please address all correspondence to FINNEGAN, HENDERSON, FARABOW, GARRETT and DUNNER, L.L.P., 1300 I Street, N.W., Washington, D.C. 20005-3315.
17. ☒ Recognize as associate attorney Michael L. Kiklis, Registration No. 38,939,  
1300 I Street, N.W., Suite 700, Washington, D.C. 20005  
(name, address & Reg. No.)
18. ☒ Also enclosed is an Information Disclosure Statement, Form PTO-1449, and  
copy of reference

PETITION FOR EXTENSION. If any extension of time is necessary for the filing of this application, including any extension in the parent application, serial no. 08/636,706, filed April 23, 1996, for the purpose of maintaining copendency between the parent application and this application, and such extension has not otherwise been requested, such an extension is hereby requested, and the Commissioner is authorized to charge necessary fees for such an extension to our Deposit Account No. 06-0916. A duplicate copy of this paper is enclosed for use in charging the deposit account.

FINNEGAN, HENDERSON, FARABOW,  
GARRETT & DUNNER, L.L.P.

By: \_\_\_\_\_

Michael L. Kiklis  
Reg. No. 38,939

Date: May 22, 1998

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PATENT

Attorney Docket No. 06502.0111-01000

**IN THE UNITED STATES PATENT AND TRADEMARK OFFICE**

In re Application of:

Ann M. WOLLRATH et al.

Serial No.: (Rule 1.53(b) of Appln.  
Serial No. 08/636,706, filed  
April 23, 1996)

Group Art Unit: Not Yet Assigned

Filed: Concurrently Herewith

Examiner: Not Yet Assigned

For: SYSTEM AND METHOD FOR FACILITATING DYNAMIC LOADING OF  
"STUB" INFORMATION TO ENABLE A PROGRAM OPERATING IN ONE  
ADDRESS SPACE TO INVOKE PROCESSING OF A REMOTE METHOD OR  
PROCEDURE IN ANOTHER ADDRESS SPACE

**PRELIMINARY AMENDMENT**

Assistant Commissioner for Patents  
Washington, D.C. 20231

Sir:

Prior to the examination of the above application, please amend this application as follows:

**IN THE SPECIFICATION:**

Page 1, line 1, please add the following:

--This application is a Continuation under 37 C.F.R. 1.53(b) of U.S. Patent Application No.

08/636,706, filed on April 23, 1996.--

**IN THE CLAIMS:**

Please cancel claims 1-33 without prejudice, and please add the following claims:

--34. A method in a data processing system having a first program containing code and having a second program, the method comprising the steps of:

providing a first abstract computing machine to the data processing system;  
providing a second abstract computing machine to the data processing system;  
running the first program on the first abstract computing machine;  
running the second program on the second abstract computing machine;  
sending a portion of the code from the first program to the second program; and  
running the portion of the code by the second program on the second abstract computing machine.

35. The method of claim 34 wherein the sending step includes the step of:  
sending an object containing the portion of the code to the second program.

36. The method of claim 34 wherein the sending step includes the step of:  
sending data to the second program.

37. The method of claim 34, wherein the portion of the code is part of an object,  
wherein the second program has a function, and wherein the sending step includes the step of:  
invoking the function by the first program, and passing the object as a parameter  
to the function.

38. The method of claim 34, wherein the portion of the code is part of an object, wherein the first program has a function, wherein the step of running the second program includes the step of:

invoking the function by the second program, and wherein the sending step includes the step of:

returning to the second program the object as a result of the invocation of the function.

39. The method of claim 34, wherein the first abstract computing machine is contained in a first computer system with a first processor, wherein the second abstract computing machine is contained in a second computer system with a second processor, wherein the second program has second code, and wherein the step of running the first program includes the steps of:

receiving the first code by the first abstract computing machine;

converting the first code into a format suitable to the first processor by the first abstract computing machine; and

executing the first code in the format suitable to the first processor on the first processor, and wherein the step of running the second program includes the steps of:

receiving the second code by the second abstract computing machine;

converting the second code into a format suitable to the second processor by the second abstract computing machine; and

executing the second code in the format suitable to the second processor on the second processor.

40. The method of claim 34 wherein the data processing system includes a first computer system and a second computer system, wherein the step of providing a first abstract computing machine includes the step of:

providing the first abstract computing machine to the first computer system, and wherein the step of providing a second abstract computer machine includes the step of:  
providing the second abstract computing machine to the second computer system.

41. The method of claim 34 wherein the step of running the portion of the code includes the step of:

running the portion of the code by the second program on the second abstract computing machine in a same manner as the portion of the code is run on the first abstract computing machine.

42. A method in a data processing system having a first abstract computing machine and having a second abstract computing machine, the method comprising the steps of:

running a first program on the first abstract computing machine;  
receiving code by the first program, the code originating from a second program running on the second abstract computing machine; and  
running the code on the first abstract computing machine by the first program.

43. A method in a data processing system having a first abstract computing machine and having a second abstract computing machine, the method comprising the steps of:

running a first program with code on the first abstract computing machine; and

sending a portion of the code from the first program to a second program running on the second abstract computing machine such that the portion of the code is received by the second program and run on the second abstract computing machine by the second program.

44. A method in a data processing system having a first computer and a second computer, the method comprising the steps of:

providing a first virtual machine to the first computer;

initiating execution of a first program on the first virtual machine such that the first virtual machine interprets the first program, the first program having an object with code;

providing a second virtual machine to the second computer, the second computer being heterogeneous with respect to the first computer;

initiating execution of a second program with a function on the second virtual machine such that the second virtual machine interprets the second program;

invoking by the first program the function of the second program using a remote procedure call mechanism, and passing the object as an argument to the function invocation; and

executing the function responsive to the invocation such that the code of the object is executed on the second virtual machine in a same manner as the code is executed on the first virtual machine.



45. The method of claim 44, further including the steps of:  
returning a second object to the first program by the function responsive to the execution of the function, the second object containing second code; and  
running the second code by the first program on the first virtual machine in a same manner as the second code is run on the second virtual machine.

46. A data processing system comprising:  
a first computer, containing:  
a first memory, further including:  
a first program having first code, the first program for sending a portion of the first code to a remote location; and  
a first abstract computing machine for interpreting the first code of the first program by receiving the first code in an input format and by converting the first code to a first output format; and  
a first processor for running the first abstract computing machine and for running the first code in the first output format; and  
a second computer, containing:  
a second memory, further including:  
a second program with second code, the second program for receiving the portion of the first code from the first program and for causing interpretation of the portion of the first code; and

a second abstract computing machine for interpreting both the second code and the portion of the first code by receiving the second code and the portion of the first code in the input format and by converting the second code and the portion of the first code into a second output format different than the first output format; and

a second processor for running the second abstract computing machine and for running the second code and the portion of the first code in the second output format.

47. The data processing system of claim 46 wherein the first abstract computing machine and the second abstract computing machine are virtual machines.

48. The data processing system of claim 46 wherein the second program has a function and wherein the portion of the first code is sent to the second program as a parameter during invocation of the function.

49. The data processing system of claim 46 wherein the first program has a function that is invoked by the second program and wherein the portion of the first code is sent to the second program as a result of the function invocation.

50. The data processing system of claim 46 wherein the portion of the first code is part of an object that is sent to the second program.

51. The data processing system of claim 50 wherein the object includes data.

52. The data processing system of claim 46 wherein the first computer and the second computer are heterogeneous with respect to each other.

53. A data processing system having a first computer system with a first program containing code and having a second computer system with a second program, comprising:

- means for providing a first abstract computing machine to the first computer system;
- means for providing a second abstract computing machine to the second computer system;
- means for running the first program on the first abstract computing machine;
- means for running the second program on the second abstract computing machine;
- means for sending a portion of the code from the first program to the second program; and
- means for running the portion of the code by the second program on the second abstract computing machine in a same manner as the code is run on the first abstract computing machine.

54. A computer-readable medium containing instructions for controlling a data processing system to perform a method, the data processing system having a first program containing code and having a second program, the method comprising the steps of:

- providing a first abstract computing machine to the data processing system;
- providing a second abstract computing machine to the data processing system;

58. The computer-readable medium of claim 54 wherein the portion of the code is part of an object, wherein the first program has a function, wherein the step of running the second program includes the step of:

invoking the function by the second program, and wherein the sending step includes the step of:

returning to the second program the object as a result of the invocation of the function.

59. The computer-readable medium of claim 54 wherein the first abstract computing machine is contained in a first computer system with a first processor, wherein the second abstract computing machine is contained in a second computer system with a second processor, wherein the second program has second code, and wherein the step of running the first program includes the steps of:

receiving the first code by the first abstract computing machine;

converting the first code into a format suitable to the first processor by the first abstract computing machine; and

executing the first code in the format suitable to the first processor on the first processor, and wherein the step of running the second program includes the steps of:

receiving the second code by the second abstract computing machine;

converting the second code into a format suitable to the second processor by the second abstract computing machine; and

consider this Preliminary Amendment prior to examination of the application. No new matter has been added.

If there are any other fees due in connection with the filing of this paper, please charge the fees to Deposit Account No. 06-0916. If a fee is required for an extension of time under 37 C.F.R. § 1.136 not accounted for above, such an extension is requested and the fee should also be charged to our deposit account.

Respectfully submitted,

FINNEGAN, HENDERSON, FARABOW,  
GARRETT & DUNNER, L.L.P.

By: 

Michael L. Kiklis  
Reg. No. 38,939

Dated: May 22, 1998

UNITED STATES PATENT APPLICATION

OF

ANN M. WOLLRATH

JAMES H. WALDO

AND

ROGER RIGGS

FOR

SYSTEM AND METHOD FOR FACILITATING DYNAMIC LOADING OF "STUB" INFORMATION TO  
ENABLE A PROGRAM OPERATING IN ONE ADDRESS SPACE TO INVOKE PROCESSING OF A  
REMOTE METHOD OR PROCEDURE IN ANOTHER ADDRESS SPACE

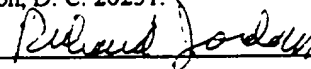
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Washington, D. C. 20231.

By



Richard A. Jordan

## INCORPORATION BY REFERENCE

*The Java™ Language Specification* (Sun Microsystems, Inc., 1993-95), (hereinafter referred to as the "Java language specification") a copy of which is attached hereto as Appendix A, incorporated herein by reference.

*The Java Virtual Machine Specification* (Sun Microsystems, Inc., 1993-95), (hereinafter referred to as the "Java virtual machine specification") a copy of which is attached hereto as Appendix B, incorporated herein by reference.

Ann Wollrath, et al., "A Distributed Object Model for Java™," an unpublished paper attached hereto as Appendix C, incorporated herein by reference.

U. S. Patent Application Ser. No. \_\_\_\_\_, filed on even date herewith in the names of James H. Waldo, Krishna Bharat and Roger Riggs, and entitled " System And Method For Generating Identifiers For Uniquely Identifying Object Types For Objects Used In Processing Of Object-Oriented Programs And The Like" (Atty. Docket No. P1091) (hereinafter identified as the "Waldo, et al., patent application."), incorporated herein by reference.

## FIELD OF THE INVENTION

The invention relates generally to the field of digital computer systems, and more particularly to systems and methods for facilitating the invocation by a program being processed by a computer in one address space, of processing of methods and procedures in another address space, which may be implemented either on the same computer or on another computer. The invention particularly provides a system and method for obtaining and dynamically loading "stub" information which facilitates invocation by a program operating in one address space of a remote method or procedure in another address space, and possibly on another computer.

## BACKGROUND OF THE INVENTION

1  
2 In modern "enterprise" computing, a number of personal computers, workstations, and other  
3 devices such as mass storage subsystems, network printers and interfaces to the public telephony  
4 system, are typically interconnected in one or more computer networks. The personal computers and  
5 workstations are used by individual users to perform processing in connection with data and programs  
6 that may be stored in the network mass storage subsystems. In such an arrangement, the personal  
7 computers/workstations, operating as clients, typically download the data and programs from the  
8 network mass storage subsystems for processing. In addition, the personal computers or  
9 workstations will enable processed data to be uploaded to the network mass storage subsystems for  
10 storage, to a network printer for printing, to the telephony interface for transmission over the public  
11 telephony system, or the like. In such an arrangement, the network mass storage subsystems,  
12 network printers and telephony interface operate as servers, since they are available to service  
13 requests from all of the clients in the network. By organizing the network in such a manner, the  
14 servers are readily available for use by all of the personal computers/workstations in the network.  
15 Such a network may be spread over a fairly wide area, with the personal computers/workstations  
16 being interconnected by communication links such as electrical wires or optic fibers.

17 In addition to downloading information from servers for processing, a client, while processing  
18 a program, can remotely initiate processing by a server computer of particular routines and  
19 procedures (generally "procedures"), in connection with certain "parameter" information provided  
20 by the client. After the server has processed the procedure, it will provide results of its processing  
21 to the client, which the client may thereafter use in its processing operations. Typically in such  
22 "remote procedure calls" the program will make use of a local "stub" which, when called, transfers  
23 the request to the server which implements the particular procedure, receives the results and provides  
24 them to the program. Conventionally, the stub must be compiled with the program, in which case  
25 the information needed to call the remote procedure must be determined at compile time, rather than  
26 at the time the program is run. Since the stub available to the client's programs is static, it may be at



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1 best the closest that can be determined should be provided for the program when it (the program) is  
2 compiled. Accordingly, errors and inefficiencies can develop due to mismatches between the stub  
3 that is provided to a program and the requirements of the remote procedure that is called when the  
4 program is run.

## 5 SUMMARY OF THE INVENTION

6 The invention provides a new and improved system and method for facilitating the obtaining  
7 and dynamic loading of a stub provided to enable a program operating in one address space to  
8 remotely invoke processing of a method or procedure in another address space, so that the stub can  
9 be loaded by the program when it is run and needed, rather than being statically determined when the  
10 program is compiled. Indeed, the stub that is loaded can be obtained from the resource providing the  
11 remote method or procedure, and so it (the stub) can exactly define the invocation requirements of  
12 the remote method or procedure. Since the stub can be located and dynamically loaded while the  
13 program is being run, rather than being statically determined when the program is compiled, run-time  
14 errors and inefficiencies which may result from mis-matches between the stub that is provided and  
15 the requirements of the remote method or procedure that is invoked can be minimized.

16 In brief summary, the invention provides a stub retrieval and loading subsystem for use in  
17 connection with a remote method invocation system. The stub retrieval and loading subsystem  
18 controls the retrieval and loading of a stub for a remote method, into an execution environment, to  
19 facilitate invocation of the remote method by a program executing in the execution environment. The  
20 stub retrieval subsystem includes a stub retriever for initiating a retrieval of the stub and stub loader  
21 for, when the stub is received by the stub retriever, loading the stub into the execution environment,  
22 thereby to make the stub available for use in remote invocation of the remote method. In one  
23 embodiment, the stub retrieval and loading subsystem effects the retrieval and loading for a program  
24 operating in one address space provided by one computer, of stub class instances to effect the remote  
25 invocation of methods which are provided by objects operating in another address space, which may

1 be provided by the same computer or a different computer. In that same embodiment, the stub  
2 retrieval and loading subsystem effects the retrieval and loading of a stub class instance when the  
3 remote object is referenced, although in other embodiments retrieval and loading may be effected  
4 when the remote method is invoked.

### 5 BRIEF DESCRIPTION OF THE DRAWINGS

6 This invention is pointed out with particularity in the appended claims. The above and further  
7 advantages of this invention may be better understood by referring to the following description taken  
8 in conjunction with the accompanying drawings, in which:

9 FIG. 1 is a function block diagram of a computer network including an arrangement  
10 constructed in accordance with the invention for facilitating the obtaining, dynamic loading and use  
11 of "stub" information to enable a program operating in one address space to invoke processing of a  
12 remote method or procedure in another address space;

13 FIGs. 2 and 3 are flow charts depicting the operations performed by the arrangement depicted  
14 in FIG. 1, which is useful in understanding the invention, with FIG. 2 depicting operations performed  
15 in connection with obtaining and dynamic loading of the stub information and FIG. 3 depicting  
16 operations performed in connection with use of the stub information to invoke processing of the  
17 remote method or procedure.

### 18 DETAILED DESCRIPTION OF AN ILLUSTRATIVE EMBODIMENT

19 FIG. 1 is a schematic diagram of a computer network 10 including an arrangement for  
20 facilitating dynamic loading of "stub" information to enable a program operating in one address space  
21 to remotely invoke processing of a method or procedure in another address space. With reference  
22 to FIG. 1, computer network 10 includes a plurality of client computers 11(1) through 11(N)  
23 (generally identified by reference numeral 11(n)), a plurality of server computers 12(1) through 12(M)

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1 (generally identified by reference numeral 12(m)), all of which are interconnected by a network  
2 represented by a communication link 14. In addition, the network 10 may include at least one  
3 nameserver computer 13, which may also be connected to communication link 14, whose purpose  
4 will be described below. As is conventional, at least some of the client computers 11(n) are in the  
5 form of personal computers or computer workstations, each of which typically includes a system unit,  
6 a video display unit and operator input devices such as a keyboard and mouse (all of which are not  
7 separately shown). The server computers 12(m) and nameserver computer 13 also typically include  
8 a system unit (also not separately shown), and may also include a video display unit and operator  
9 input devices.

10 The client computers 11(n), server computers 12(m) and nameserver computer 13 are all of  
11 the conventional stored-program computer architecture. A system unit generally includes processing,  
12 memory, mass storage devices such as disk and/or tape storage elements and other elements (not  
13 separately shown), including network interface devices 15(n), 16(m) for interfacing the respective  
14 computer to the communication link 14. The video display unit permits the computer to display  
15 processed data and processing status to the operator, and an operator input device enables the  
16 operator to input data and control processing by the computer. The computers 11(n) and 12(m) and  
17 13 transfer information, in the form of messages, through their respective network interface devices  
18 15(n), 16(m) among each other over the communication link 14.

19 In one embodiment, the network 10 is organized in a "client-server" configuration, in which  
20 one or more computers, shown in FIG. 1 as computers 12(m), operate as servers, and the other  
21 computers, shown in FIG. 1 as computers 11(n) operate as clients. In one aspect, one or more of the  
22 server computers 12(m) may, as "file servers," include large-capacity mass storage devices which can  
23 store copies of programs and data which are available for retrieval by the client computers over the  
24 communication link 13 for use in their processing operations. From time to time, a client computer  
25 11(n) may also store data on the server computer 12, which may be later retrieved by it (the client  
26 computer that stored the data) or other client computers for use in their processing operations. In  
27 addition, one or more of the server computers 12(m) may, as "compute servers," perform certain

1 processing operations in response to a remote request therefor from a client computer 11(n), and  
2 return the results of the processing to the requesting client computer 11(n) for use by them (that is,  
3 the requesting client computers 11(n)) in their subsequent processing. In either case, the server  
4 computers may be generally similar to the client computers 11(n), including a system unit, video  
5 display unit and operator input devices and may be usable by an operator for data processing  
6 operations in a manner similar to a client computer. Alternatively, at least some of the server  
7 computers may include only processing, memory, mass storage and network interface elements for  
8 receiving and processing retrieval, storage or remote processing requests from the client computers,  
9 and generating responses thereto. It will be appreciated a client computer 11(n) may also perform  
10 operations described herein as being performed by a server computer 12(m), and similarly a server  
11 computer 12(m) may also perform operations described herein as being performed by a client  
12 computer 11(n).

13 The network represented by communication link 14 may comprise any of a number of types  
14 of networks over which client computers 11(n), server computers 12(m) and nameserver computers  
15 13 may communicate, including, for example, local area networks (LANs) and wide area networks  
16 (WANs) which are typically maintained within individual enterprises, the public telephony system,  
17 the Internet, and other networks, which may transfer digital data among the various computers. The  
18 network may be implemented using any of a number of communication media, including, for example,  
19 wires, optical fibers, radio links, and/or other media for carrying signals representing information  
20 among the various computers depicted in FIG. 1. As noted above, each of the computers typically  
21 includes a network interface which connects the respective computer to the communications link 14  
22 and allows it to transmit and receive information thereover.

23 The invention provides a system for facilitating the obtaining and dynamic loading of "stub"  
24 information to enable a program operating in one address space to invoke processing of a remote  
25 method or procedure in another address space, which may be located on the same computer as the  
26 invoking program or on a different computer. The invention will be described in connection with  
27 programs provided in the Java™ programming language, as described in the Java language

specification, which are processed in connection with an execution environment which is provided by a Java virtual machine. The Java virtual machine, in turn, is specified in the Java virtual machine specification. As described in the Java language specification, programs in the Java programming language define "classes" and "interfaces." Classes are used to define one or more methods or procedures, each of which may be invoked by reference to an interface. A class may be associated with and extend a "super-class," and in that regard will incorporate all of the interfaces and methods of the super-class, and may also include additional interfaces and/or methods. A class may also have one or more sub-classes (and thus will comprise a super-class of each of its sub-classes), with each sub-class incorporating and possibly extending their respective super-classes.

An interface provides a mechanism by which a set of methods may be declared. In that connection, an interface identifies each method that is declared by the interface by, for example, a name, identifies the data type(s) of argument(s) that are to be provided for the method, the data type(s) of return values that are to be returned by the method, and identifiers for exceptions which can be thrown during processing of the method. A class may indicate that it implements a particular interface, and in that connection will include the program code which will be used in processing all of the methods which are declared in the interface. In addition, different classes may indicate that they implement the same interface, and each will have program code which will be used in processing all of the methods which are declared in the interface, but the program code provided in each class to for use in processing the methods may differ from the program code provided in the other classes which is used in processing the same methods; thus, an interface provides a mechanism by which a set of methods can be declared without providing an indication of the procedure which will be used in processing any of the methods. An interface may be declared independently of the particular class which implements the method or methods which can be invoked using the interface. In that regard, a class that invokes the method and a class that actually implements the method will not need to share a common super-class.

During processing of a Java program, as described in the Java virtual machine specification, a client computer 11(n) provides an execution environment 20 for interpreting the Java program. The

1 Java virtual machine includes a class loader 21 that, under control of a control module 19, can  
2 dynamically link instances of classes, generally identified in FIG. 1 by reference numeral 22, into the  
3 running program's execution environment while the program is being executed. In that operation,  
4 the control module 19 effectively enables the class loader to retrieve uninstantiated classes, which  
5 generally identified by reference numeral 23, instantiate them and link them as class instances 22 into  
6 the execution environment's address space at the Java program's run time as the methods which the  
7 respective classes 23 implement are called. In addition, the class loader 21 can discard ones of the  
8 class instances 22 when they are not needed or to conserve memory. It will be appreciated that, if  
9 a class instance 22 has been discarded, it may be reloaded by the class loader 21 at a later point if it  
10 is then needed.

11 The invention provides an arrangement which facilitates the remote invocation, by a program  
12 executing in an execution environment 20 by a client computer 11(n), of methods implemented by  
13 classes on a server computer 12(m). In executing a method, the server computer 12(m) will also  
14 provide an execution environment 24 for processing, under control of a control module 28, the Java  
15 method. In that operation, the Java virtual machine which provides the execution environment 21  
16 includes a class loader 25 (which may be similar to the class loader 21) that, under control of the  
17 control module 28, can dynamically link an instance of the class 26, to enable the method to be  
18 processed in the execution environment 24, and instances of other classes (also generally represented  
19 by reference numeral 26) which may be needed to process the remotely-invoked method. In that  
20 operation, the control module 28 effectively enables the class loader 25 to retrieve an uninstantiated  
21 class for the method to be invoked, from a plurality of uninstantiated classes which are generally  
22 identified by reference numeral 27, instantiate it (that is, the uninstantiated class which provides the  
23 method to be invoked) and link it as a class instance 26 into the execution environment. In addition,  
24 the class loader 25 can discard the class instances 26 when processing of the method has terminated.  
25 It will be appreciated that, if class instances 26 has been discarded, it may be reloaded by the class  
26 loader 25 at a later point if it is then needed.

1           The structure of nameserver computer 13, if provided, is generally similar to that of the server  
2 computer 12(m), and will not be separately described.

3           To facilitate remote invocation of a method, the control module 19 of the client computer's  
4 execution environment 21 makes use of one or more stub class instances generally identified by  
5 reference numeral 30 which are provided as part of the execution environment 21 in which the various  
6 class instances 22, including the class instance which is invoking the remote method, are being  
7 processed. Each stub class instance 30 is an instance of an uninstantiated stub class 31, which the  
8 server computer 12(m) may maintain for the various class instances 26 and uninstantiated classes 27  
9 which the server computer 12(m) has "exported," that is, which the server computer 12(m) makes  
10 available to client computers 11(n) for use in remote invocation of methods provided thereby. An  
11 uninstantiated stub class 31 includes declarations for the complete set of interfaces for the particular  
12 remote uninstantiated class 27 which implements the remote method to be invoked, and also provides  
13 or invokes methods which facilitate accessing of the remote method(s) which are implemented by the  
14 remote class. The uninstantiated stub class 31, when it is instantiated and provided to the execution  
15 environment 20 of the client computer 11(n) as a stub class instance 30, effectively provides the  
16 information which is needed by the control module 19 of the execution environment 20 of the  
17 invoking Java program, so that, when a remote method that is implemented by its associated class is  
18 invoked by a Java program running in a particular execution environment, the remote method will  
19 be processed and the return value(s) provided to the invoking Java program. In one embodiment, the  
20 arrangement by which the stub class instance may be provided to the execution environment 20 is  
21 similar to that described in the aforementioned Waldo, et al., patent application.

22           In addition, the server computer 12(m) provides a skeleton 32, which identifies the particular  
23 classes and methods which have been exported by the server computer 12(m) and information as to  
24 how it (that is, the server computer 12(m)) may load the respective classes and initiate processing of  
25 the particular methods provided thereby.

26           When a class instance invokes a remote method maintained by a server computer 12(m), it  
27 will provide values for various parameters to the stub class instance 30 for the remote method, which

values the remote method will use in its processing. If the remote method is implemented on the same computer as the invoking Java program, when the invoking Java program invokes a remote method, the computer may establish an execution environment, similar to the execution environment 20, enable the execution environment's class loader to load and instantiate the class which implements the method as a class instance similar to class instances 22, and process the remote method using values of parameters which are provided by the invoking class instance in the remote invocation. After processing of the method has been completed, the execution environment in which the remote method has been processed will provide the results to the stub class instance 30 for the remote method that was invoked, which, in turn, will provide to the particular class instance 22 which invoked the remote method.

Similar operations will be performed if client computer 11(n) and server computer 12(m) are implemented on different physical computers. In that case, in response to a remote invocation, the client computer 11(n) that is processing the invoking class instance 22, under control of the control module 19 for the execution environment 10 for the invoking class instance 22, will use the appropriate stub class instance 30 to communicate over the network represented by the communication link 14 with the server computer 12(m) which implements the remote method to enable it (that is, the server computer 12(m)) to establish an execution environment 24 for the class which implements the remote method, and to use the class loader 25 to load an instance of the class as a class instance 26. In addition, the client computer 11(n), also using the appropriate stub class instance 30, will provide any required parameter values to the server computer 12(m) over the network 14. Thereafter, the server computer 12(m) will process the remote method using parameter values so provided, to generate result value(s) which are transferred over the network to the client computer 11(n), in particular to the appropriate stub class instance 30. The client computer 11(n) will, after it receives the result value(s) from the network, provide them to the invoking class instance 22 for its processing.

In any case, when the control module 19 of the client computer's execution environment 20 determines that a reference to the remote object has been received, if it determines that the stub class



1 instance 30 is not present when it receives the reference, it will attempt to obtain the stub class  
2 instance 30 from, for example, the server computer 12(m) which implements the remote method, and  
3 enable the stub class instance 30 to be dynamically loaded in the execution environment 20 for the  
4 invoking class instance 22. A reference to the remote object may be received, for example, either as  
5 a return value of another remote method invocation or as a parameter that is received during another  
6 remote method invocation. The stub class instance may be dynamically loaded into the execution  
7 environment in a manner similar to that used to load class instances 22 in the execution environment  
8 22. The execution environment 20 is provided with a stub class loader 33 which, under control of the  
9 control module 19, will attempt to find and load the stub class instances 30 as required by the class  
10 instances 22 processed in the execution environment. The location of a particular server computer  
11 12(m) that maintains the class that implements a method to be invoked remotely may be included in  
12 the call from the invoking class instance or may be made known to the stub class loader 33 through  
13 another mechanism (not shown) maintained by the client computer 11(n).

14 However, if the stub class loader 33 is not otherwise notified of which server computer 12(m)  
15 maintains the class which implements a method which may be invoked remotely, it may use the  
16 nameserver computer 13 to provide that identification. The identification may comprise any identifier  
17 which may be used to identify a server computer 12(m) or other resource which is available on the  
18 network 14 and to which the server computer 12(m) can respond. Illustrative identifiers include, for  
19 example, a network address which identifies the server computer and/or resource, or, if the network  
20 14 is or includes the Internet, an identifier to, for example, a World Wide Web resource which may  
21 provide the identification or a "uniform resource locator" ("URL") which provides a uniform  
22 mechanism for identifying resources that are available over the Internet. The server computer 12(m)  
23 which implements the remote method, in response to a request from the client computer 11(n) will  
24 provide stub class instance 30 which the client computer 11(n) may load into the execution  
25 environment 21 to thereafter enable the remote invocation to be initiated.

26 As noted above, if the stub class loader 33 does not know which server computer 12(m)  
27 implements the remote method which may be invoked (and thus does not know which computer is

1 to provide the stub class code for the remote invocation), it may, under control of the control module  
2 19, obtain the identification from the nameserver computer 13. In that operation, the stub class  
3 loader 33 may use a previously-provided default stub class which is provided for use in such cases.  
4 The default class stub, when used by the invoking Java program, enables the computer that is  
5 processing the invoking Java program to communicate with the nameserver computer 13 to obtain  
6 information which can be used in invoking the remote method. This operation is essentially the same  
7 as the invocation of a remote method to be processed by the nameserver computer 13, with the  
8 remote method including a parameter identifying the class and method to be remotely invoked, and  
9 enabling the nameserver computer 13 to provide the identification of a server computer 12(m) which  
10 can process the method to the requesting client computer 11(n) and other information which may be  
11 helpful in communicating with the server computer 12(m) and invoking the particular method. It will  
12 be appreciated that the nameserver computer 13 will maintain a table (not separately shown) of  
13 "exported" resources, that is, resources, such as classes and methods, that are available to client  
14 computers 11(n) connected to the network 14, and information, such as the identifications of the  
15 particular server computers 12(m) which provide those resources, which will be useful to the client  
16 computers 11(n) in making use of the exported resources.

17 It will be appreciated that the nameserver computer 13 may create and maintain the exported  
18 resource table in a number of ways that are known in the art. For example, the nameserver computer  
19 13 may periodically broadcast requests for exported resource information over the network 14, to  
20 which the various server computers 12(m) which maintain exported resources may respond; in that  
21 case, the nameserver computer 13 may establish its exported resource table based on the responses  
22 from the server computers 12(m). Alternatively, each of the various server computers 12(m) which  
23 maintains an exported resource may periodically broadcast information as to the exported resources  
24 which it maintains, and the nameserver computer 13 can update its exported resource table based on  
25 the broadcasts from the server computer. In addition, the nameserver computer's exported resource  
26 table may be established by a system operator and may be fixed until he or she updates it.

1 In any case, the information provided by the nameserver computer 13 in response to a request  
2 initiated by the default stub would include such information as, for example, the identification of a  
3 computer 12(m) which can provide a class which implements the remote method to be invoked,  
4 particular information which the computer (that is, the computer which implements the remote  
5 method) will require to provide the required stub class code, and the like. After receiving the  
6 information from the nameserver computer 13, the computer 11(n) that is processing the invoking  
7 Java program may, under control of the control module 19, use the information communicate with  
8 the computer (that is, the computer which implements the remote method) to obtain the stub class,  
9 and may thereafter invoke the method as described above.

10 With this background, the operations performed by client computer 11(n), server computer  
11 12(m) and, if necessary, nameserver 13 in connection with obtaining and dynamic loading of a stub  
12 class instance when a reference to a remote method is received will be described in connection with  
13 the flow chart depicted in FIG. 2. In addition, operations performed by the client computer 11(n) and  
14 server computer in connection with remote invocation of a method using the stub class instance will  
15 be described in connection with the flow chart depicted in FIG. 3. With reference initially to FIG.  
16 2, the execution environment control module 19 will, when it receives a reference to a remote  
17 method, will initially determine whether an appropriate stub class instance is present in the execution  
18 environment 20 to facilitate invocation of the remote method (step 100). If the control module 19  
19 determines that such a stub class instance 30 for the remote method is present in the execution  
20 environment, it may continue other operations (step 101). However, if the control module 19  
21 determines in step 101 that such a stub class instance is not present in the execution environment 20  
22 for the remote method, the control module 19 will use the stub class loader 33 to attempt to locate  
23 and load a stub class instance 30 for the class to process the remote method. In that case, the control  
24 module 19 will initially determine whether the invocation from the class instance 22 included a  
25 resource locator to identify the server computer 12(m) or other resource which maintains the class  
26 for the method to be invoked, or whether it (that is, the control module 19) or the stub class loader  
27 33 otherwise are provided with such a resource locator (step 102). If the control module 19 makes  
28 a positive determination in that step, it will sequence to step 103 to enable the stub class loader 33

1 to initiate communications with identified server computer 12(m) to obtain stub class instance for the  
2 class and method to be invoked (step 103). When the stub class loader 33 receives the stub class  
3 instance 30 from the server computer 12(m), it will load the stub class instance 30 into execution  
4 environment 20 for the class instance 21 which initiated the remote method invocation call in step 100  
5 (step 104). After the stub class instance 30 for the referenced remote method has been loaded in the  
6 execution environment, the method can be invoked as will be described below in connection with  
7 FIG. 3.

8 Returning to step 102, if the control module 19 determines that the invocation from the class  
9 instance 22 did not include a resource locator to identify the server computer 12(m) or other resource  
10 which maintains the class for the method to be invoked, and further that it (that is, the control module  
11 19) or the stub class loader 33 is not otherwise provided with such a resource locator, a "class not  
12 found" exception may be indicated, at which point the control module 19 may call an exception  
13 handler. The exception handler may perform any of a number of recovery operations, including, for  
14 example, merely notifying the control module 19 that the remote method could not be located and  
15 allow it to determine subsequent operations.

16 Alternatively, the control module 19 may attempt to obtain a resource locator from the  
17 nameserver computer 13 or other resource provided by the network 14 (generally represented in FIG.  
18 1 by the nameserver computer 13), using a call to, for example, a default stub class instance 30. The  
19 call to the default stub class instance 30 will include an identification of the class and method to be  
20 invoked and the name of the nameserver computer 13(m). Using the default stub class instance 30,  
21 the control module 19 will enable the computer 11(n) to initiate communications with nameserver  
22 computer 13 to obtain an identifier for a server computer 12(m) which maintains the class and method  
23 to be invoked (step 110). The communications from the default stub class instance 30 will essentially  
24 correspond to a remote method invocation, with the method enabling the nameserver computer to  
25 provide the identification for the server computer 12(m), if one exists associated with the class and  
26 method to be remotely invoked, or alternatively to provide an indication that no server computer  
27 12(m) is identified as being associated with the class and method. During the communications in step

1 110, the default stub class interface 30 will provide, as a parameter value, the identification of class  
2 and method to be invoked.

3 In response to the communications from the default stub class instance 30, the nameserver  
4 computer 13 will process the request as a remote method (step 111), with the result information  
5 comprising the identification for the server computer 12(m), if one exists that is associated with the  
6 class and method to be remotely invoked, or alternatively an indication that no server computer 12(m)  
7 is identified as being associated with the class and method. After finishing the method, the  
8 nameserver computer 13 will initiate communications with the default stub class instance 30 to  
9 provide the result information to the default stub class instance 30 (step 112).

10 After receipt of the result information from the nameserver computer 13, the default stub class  
11 instance, under control of the control module 19, will pass result information to the stub class loader  
12 33 (step 113). Thereafter, the stub class loader 33 determines whether the result information from  
13 the nameserver computer comprises the identification for the server computer 12(m) or an indication  
14 that no server computer 12(m) is identified as being associated with the class (step 114). If the stub  
15 class loader 33 determines that the result information comprises the identification for the server  
16 computer 12(m), it (that is, the stub class loader 33) will return to step 101 to initiate communication  
17 with the identified server computer 12(m) to obtain stub class instance for the class and method that  
18 may be invoked. On the other hand, if the stub class loader 33 determines in step 114 that the  
19 nameserver computer 13 had provided an indication that no server computer 12(m) is identified as  
20 being associated with the class and method that may be invoked, the "class not found" exception may  
21 be indicated (step 115) and an exception handler called as described above.

22 As noted above, the stub class instance 30 retrieved and loaded as described above in  
23 connection with FIG. 2 may be used in remote invocation of the method. Operations performed by  
24 the client computer 11(n) in connection with remote invocation of the method will be described in  
25 connection with the flow chart in FIG. 3. As depicted in FIG. 3, when a class instance 22 invokes  
26 a method, the control module 19 may initially verify that a stub class instance 30 is present in the  
27 execution environment for remote method to be invoked (step 120). If a positive determination is

made in step 120, the stub class instance 30 will be used for the remote invocation, and in the remote invocation will provide parameter values which are to be used in processing the remote method (step 121). Thereafter, the stub class instance 30 for the remote method that may be invoked will be used to initiate communications with the server computer 12(m) which maintains the class for the remote method (step 122), in the process, the passing parameter values which are to be used in processing the remote method will be passed. It will be appreciated that, if the server computer 12(m) which is to process the method is the same physical computer as the client computer 12(n) which is invoking the method, the communications can be among execution environments which are being processed within the physical computer. On the other hand, if the server computer 12(m) which is to process the method is a different physical computer from that of the client computer 12(n) which is invoking the method, the communications will be through the client computer's and server computer's respective network interfaces 15(n) and 16(m) and over the network 14.

In response to the communications from the stub class instance in step 122, the server computer 12(m), if necessary establishes an execution environment 24 for the class which maintains the method that may be invoked, and the uses the information provided by the skeleton 32 to create a class instance 26 for that class (step 123). Thereafter, the server computer 12(m), under control of the control module 28, will process the method in connection with parameter values that were provided by stub class instance 30 (step 124). After completing processing of the method, the server computer 12(m), also under control of the control module 28, will initiate communications with the client computer's stub class instance 30 to provide result information to the stub class instance (step 125). In a manner similar to that described above in connection with step 102, if the server computer 12(m) which processed the method is the same physical computer as the client computer 12(n) which invoked the method, the communications can be among execution environments 24 and 20 which are being processed within the physical computer. On the other hand, if the server computer 12(m) which processed the method is a different physical computer from that of the client computer 12(n) which is invoking the method, the communications will be through the server computer's and client computer's respective network interfaces 16(m) and 15(n) and over the network 14. After the stub class instance 30 receives the result information from the server computer, it may provide result

1 information to the class instance 22 which initiated the remote method invocation (step 126), and that  
2 class instance 22 can continue processing under control of the control module 19.

3         Returning to step 120, if the control module 19 determines in that step that it does not have  
4 a stub class instance 30 that is appropriate for the remote method that may be invoked, it may at that  
5 point call an exception handler (step 127) to perform selected error recovery operations.

6         The invention provides a number of advantages. In particular, it provides a new system and  
7 method for facilitating dynamic loading of a stub which enables a program that is operating in one  
8 execution environment to remotely invoke processing of a method in another execution environment,  
9 so that the stub can be loaded by the program when it is run and needed. In systems in which stubs  
10 are compiled with the program, and thus are statically determined when the program is compiled,  
11 they (the stubs) may implement subsets of the actual set of remote interfaces which are supported by  
12 the remote references that is received by the program, which can lead to errors and inefficiencies due  
13 to mismatches between the stub that is provided to a program and the requirements of the remote  
14 procedure that is called when the program is run. However, since, in the dynamic stub loading system  
15 and method, the stub that is loaded can be obtained from the particular resource which provides the  
16 remote method, it (the stub) can define the exact set of interfaces to be provided to the invoking  
17 program at run time, thereby obviating run-time incompatibilities which may result from mis-matches  
18 between the stub that is provided and the requirements of the remote method that is invoked.

19         It will be appreciated that a number of modifications may be made to the arrangement as  
20 described above. For example, although the execution environment 20 has been described as  
21 obtaining and loading stub class instances to facilitate invocation of remote methods when references  
22 to the remote methods are received, it will be appreciated that stub class instances may instead be  
23 obtained and loaded when the remote methods are initially invoked. Obtaining and loading of the  
24 stub class instance for a remote method when a reference thereto is received will have the advantages  
25 that (i) the stub class instance will be present in the execution environment when the remote method  
26 is actually invoked, and (ii) if the appropriate stub class instance can not be located, the program or  
27 an operator may be notified at an early time. On the other hand, obtaining and loading of the stub

1 class instance for a remote method when the method is to be invoked may result in a delay of the  
2 invocation until the correct stub class instance can be found, if the method is in fact not invoked even  
3 if a reference to it is received the stub class instance may not need to be located and loaded.

4 It will be appreciated that a system in accordance with the invention can be constructed in  
5 whole or in part from special purpose hardware or a general purpose computer system, or any  
6 combination thereof, any portion of which may be controlled by a suitable program. Any program  
7 may in whole or in part comprise part of or be stored on the system in a conventional manner, or it  
8 may in whole or in part be provided in to the system over a network or other mechanism for  
9 transferring information in a conventional manner. In addition, it will be appreciated that the system  
10 may be operated and/or otherwise controlled by means of information provided by an operator using  
11 operator input elements (not shown) which may be connected directly to the system or which may  
12 transfer the information to the system over a network or other mechanism for transferring information  
13 in a conventional manner.

14 The foregoing description has been limited to a specific embodiment of this invention. It will  
15 be apparent, however, that various variations and modifications may be made to the invention, with  
16 the attainment of some or all of the advantages of the invention. It is the object of the appended  
17 claims to cover these and such other variations and modifications as come within the true spirit and  
18 scope of the invention.

19 What is claimed as new and desired to be secured by Letters Patent of the United States is:



## CLAIMS

1 1. For use in connection with a remote method invocation system, a stub retrieval and loading  
2 subsystem for controlling the retrieval and loading of a stub for a remote method into an execution  
3 environment to facilitate invocation of the remote method by a program executing in said execution  
4 environment, the stub retrieval subsystem comprising:

5 A. a stub retriever for initiating a retrieval of said stub; and

6 B. a stub loader for, when said stub is received by said stub retriever, loading said stub into said  
7 execution environment, thereby to make the stub available for use in remote invocation of said  
8 remote method.

9  
10  
11 2. A stub retrieval and loading subsystem as defined in claim 1 further including a remote method  
12 reference detector for detecting whether a remote method reference has been received in said  
13 execution environment, the stub retriever initiating retrieval of said stub when the remote method  
14 reference detector detects that a remote method reference has been received in said execution  
15 environment.

16  
17  
18 3. A stub retrieval and loading subsystem as defined in claim 1 further including a remote method  
19 invocation control for controlling invocation of said remote method, said stub retriever initiating  
20 retrieval of said stub when the remote method is invoked.

21  
22 4. A stub retrieval and loading subsystem as defined in claim 1, the remote method invocation system  
further including a server for processing said remote method in response to a processing request

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therefor, the server further providing said stub in response to a retrieval request from said stub retriever.

5. A stub retrieval and loading subsystem as defined in claim 4 in which server provides a separate address space for processing said remote method from an address space provided by said execution environment.

6. A stub retrieval and loading subsystem as defined in claim 5 in which the address space provided by said server and the address space provided by said execution environment are provided by separate computers.

7. A stub retrieval and loading subsystem as defined in claim 4, further comprising a remote server identifier for providing a server identification for identifying said server.

8. A stub retrieval and loading subsystem as defined in claim 7 further including a remote method reference detector for detecting whether a remote method reference has been received in said execution environment, the remote method reference including a remote method server identifier, the remote server identifier using the remote method server identifier as the server identification.

9. A stub retrieval and loading subsystem as defined in claim 7 further including a remote method invocation control for providing a remote method invocation identification for controlling invocation of said remote method, the remote method invocation providing a remote method server identifier, the remote server identifier using the remote method server identifier as the server identification.

1 10. A stub retrieval and loading subsystem as defined in claim 7, the remote method invocation  
2 system further including a nameserver for providing a said server identification, said remote server  
3 identifier initiating communication with said nameserver to obtain the server identification for said  
4 remote method.

1 11. For use in connection with a remote method invocation method, a stub retrieval and loading  
2 method for facilitating the retrieval and loading of a stub for a remote method into an execution  
3 environment to facilitate invocation of the remote method by a program executing in said execution  
4 environment, the stub retrieval method comprising the steps of:

- 5 A. a stub retrieval step for initiating a retrieval of said stub; and  
6 B. a stub loading step for, when said stub is received, loading said stub into said execution  
7 environment, thereby to make the stub available for use in remote invocation of said remote  
8 method.

1 12. A stub retrieval and loading method as defined in claim 11 further including a remote method  
2 reference detection step for detecting whether a remote method reference has been received in said  
3 execution environment, the stub retrieval step including the step of initiating retrieval of said stub  
4 when a remote method reference has been received in said execution environment.

1 13. A stub retrieval and loading method as defined in claim 11 further including a remote method  
2 invocation control step for controlling invocation of said remote method, said stub retrieval step  
3 including the step of initiating retrieval of said stub when the remote method is invoked.

1 14. A stub retrieval and loading method as defined in claim 11, the remote method invocation system  
2 further including a server for processing said remote method in response to a processing request  
3 therefor, the server further providing said stub in response to a retrieval request from said stub  
4 retriever.

1 15. A stub retrieval and loading method as defined in claim 14 in which server provides a separate  
2 address space for processing said remote method from an address space provided by said execution  
3 environment.

1 16. A stub retrieval and loading method as defined in claim 15 in which the address space provided  
2 by said server and the address space provided by said execution environment are provided by separate  
3 computers.

1 17. A stub retrieval and loading method as defined in claim 14, further comprising a remote server  
2 identification step for providing a server identification for identifying said server.

1 18. A stub retrieval and loading method as defined in claim 17 further including a remote method  
2 reference detection step for detecting whether a remote method reference has been received in said  
3 execution environment, the remote method reference including a remote method server identifier, the  
4 remote method server identifier being used during the remote method reference detection step as the  
5 server identification.

1 19. A stub retrieval and loading method as defined in claim 17 further including a remote method  
2 invocation control step for providing a remote method invocation identification for controlling  
3 invocation of said remote method, the remote method invocation providing a remote method server  
4 identifier, the remote method server identifier being used during the remote method reference  
5 detection step as the server identification.

1 20. A stub retrieval and loading subsystem as defined in claim 17, the remote method invocation  
2 system further including a nameserver for providing a said server identification, said remote server  
3 identifier initiating communication with said nameserver to obtain the server identification for said  
4 remote method.

1 21. For use in connection with a remote method invocation system, a stub retrieval and loading  
2 computer program product for controlling a computer to, in turn, control the retrieval and loading  
3 of a stub for a remote method into an execution environment to facilitate invocation of the remote  
4 method by a program executing in said execution environment, the stub retrieval computer program  
5 product comprising a computer-readable medium having encoded thereon:

- 6 A. stub retriever code devices to enable said computer to initiate a retrieval of said stub; and  
7 B. a stub loader code devices to enable said computer to, when said stub is received, loading said  
8 stub into said execution environment, thereby to make the stub available for use in remote  
9 invocation of said remote method.

1 22. A stub retrieval and loading computer program product as defined in claim 21 further including  
2 remote method reference detector code devices for enabling said computer to detect whether a  
3 remote method reference has been received in said execution environment, the stub retriever code

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4 devices enabling said computer to initiate retrieval of said stub when the remote method reference  
5 detector code devices enable said computer to detect that a remote method reference has been  
6 received in said execution environment.

1 23. A stub retrieval and loading computer program product as defined in claim 21 further including  
2 remote method invocation control code devices for enabling said computer to control invocation of  
3 said remote method, said stub retriever code devices enabling said computer to initiate retrieval of  
4 said stub when the remote method is invoked.

1 24. A stub retrieval and loading computer program product as defined in claim 21, the remote method  
2 invocation system further including a server for processing said remote method in response to a  
3 processing request therefor, the server further providing said stub in response to a retrieval request  
4 from said stub retriever.

1 25. A stub retrieval and loading computer program product as defined in claim 24 in which server  
2 provides a separate address space for processing said remote method from an address space provided  
3 by said execution environment.

1 26. A stub retrieval and loading computer program product as defined in claim 25 in which the  
2 address space provided by said server and the address space provided by said execution environment  
3 are provided by separate computers.

1 27. A stub retrieval and loading computer program product as defined in claim 24, further comprising  
2 remote server identifier code devices for enabling said computer to provide a server identification for  
3 identifying said server.

1 28. A stub retrieval and loading computer program product as defined in claim 27 further including  
2 remote method reference detector code devices for enabling said computer to detect whether a  
3 remote method reference has been received in said execution environment, the remote method  
4 reference including a remote method server identifier, the remote server identifier code devices  
5 enabling said computer to use the remote method server identifier as the server identification.

1 29. A stub retrieval and loading computer program product as defined in claim 27 further including  
2 remote method invocation control code devices for enabling said computer to provide a remote  
3 method invocation identification for controlling invocation of said remote method, the remote method  
4 invocation providing a remote method server identifier, the remote server identifier code devices  
5 enabling said computer to use the remote method server identifier as the server identification.

1 30. A stub retrieval and loading computer program product as defined in claim 27, the remote method  
2 invocation system further including a nameserver for providing a said server identification, said  
3 remote server identifier code devices enabling said computer to initiate communication with said  
4 nameserver to obtain the server identification for said remote method.

1 31. For use in connection with a remote method invocation system, a stub retrieval and loading  
2 subsystem for controlling the retrieval and loading of a stub for a remote method into an execution

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environment to facilitate invocation of the remote method by a program executing in said execution environment, the stub retrieval subsystem comprising:

A. a computer; and

B. a control arrangement for controlling said computer, said control arrangement comprising:

i. a stub retrieval module for controlling said computer to initiate a retrieval of said stub; and

ii. a stub loader module for controlling said computer to, when said stub is received in response to said stub retrieval module, load said stub into said execution environment, thereby to make the stub available for use in remote invocation of said remote method.

32. A control arrangement for use in connection with a computer to control the retrieval and loading of a stub for a remote method into an execution environment to facilitate invocation of the remote method by a program executing in said execution environment, said control arrangement comprising:

i. a stub retrieval module for controlling said computer to initiate a retrieval of said stub; and

ii. a stub loader module for controlling said computer to, when said stub is received in response to said stub retrieval module, load said stub into said execution environment, thereby to make the stub available for use in remote invocation of said remote method.

33. A system for distributing code stored on a computer readable medium and executable by a computer, the code including a plurality of modules each configured to control the computer to facilitate the retrieval and loading of a stub for a remote method into an execution environment to



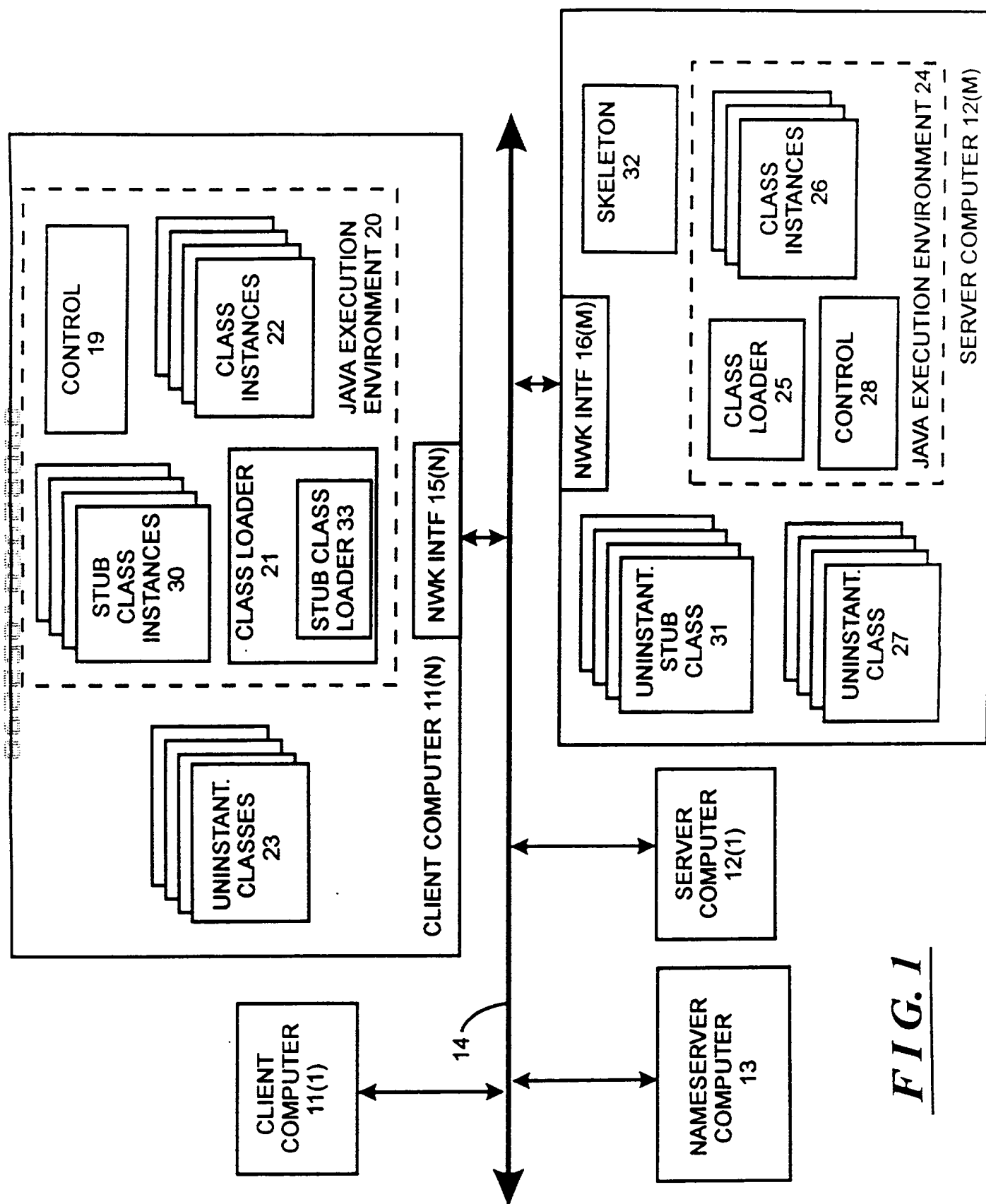
facilitate invocation of the remote method by a program executing in said execution environment, said system comprising:

i. a stub retrieval module for controlling said computer to initiate a retrieval of said stub; and

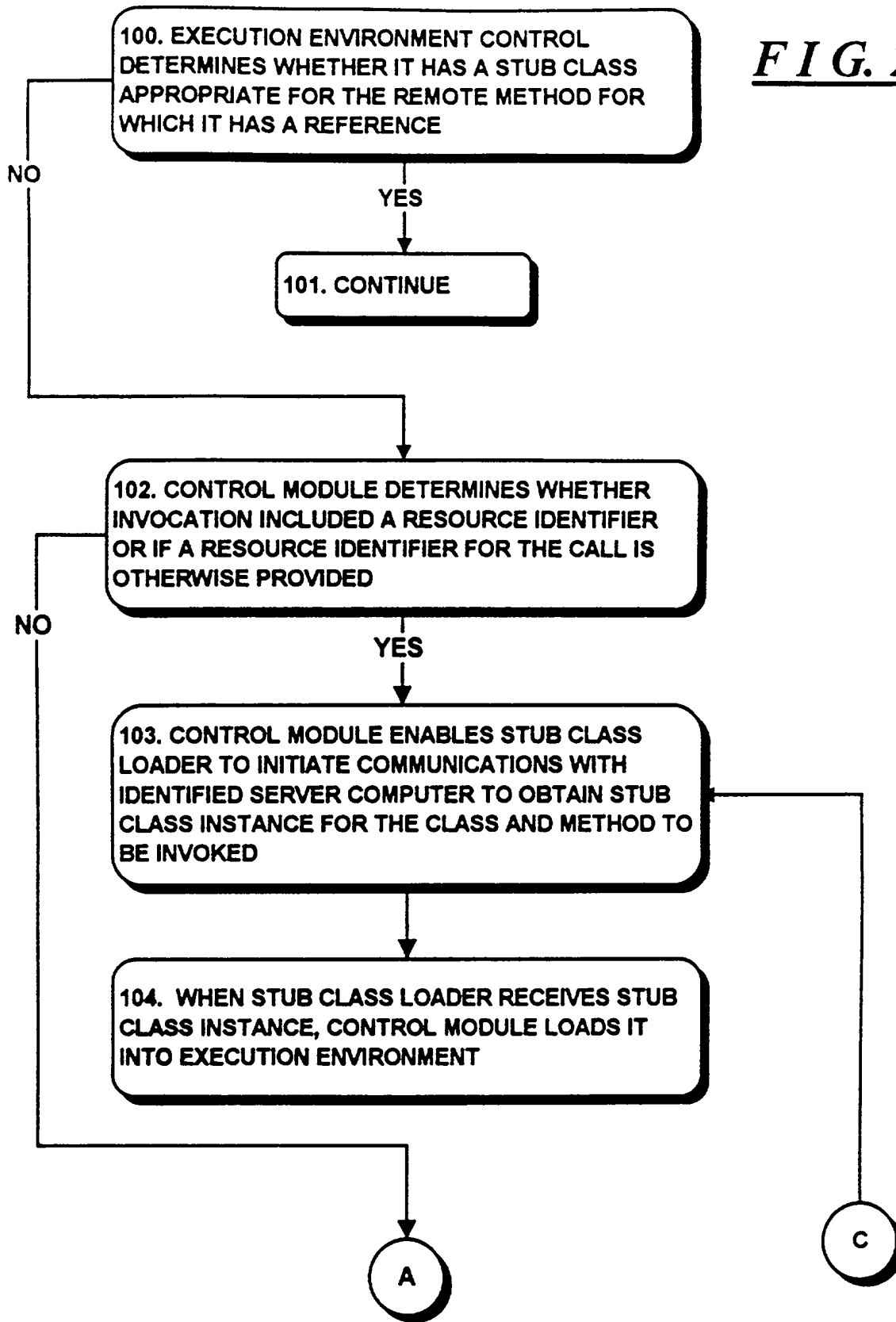
- ii. a stub loader module for controlling said computer to, when said stub is received in response to said stub retrieval module, load said stub into said execution environment, thereby to make the stub available for use in remote invocation of said remote method.

**ABSTRACT OF THE DISCLOSURE**

A stub retrieval and loading subsystem is disclosed for use in connection with a remote method invocation system. The stub retrieval and loading subsystem controls the retrieval and loading of a stub for a remote method, into an execution environment, to facilitate invocation of the remote method by a program executing in the execution environment. The stub retrieval subsystem includes a stub retriever for initiating a retrieval of the stub and stub loader for, when the stub is received by the stub retriever, loading the stub into the execution environment, thereby to make the stub available for use in remote invocation of the remote method. In one embodiment, the stub retrieval and loading subsystem effects the retrieval and loading for a program operating in one address space provided by one computer, of stub class instances to effect the remote invocation of methods which are provided by objects operating in another address space, which may be provided by the same computer or a different computer.



**FIG. 1**

***FIG. 2***

A

FIG. 2 (CONT. A)

110. CONTROL MODULE USES STUB CLASS  
LOADER IS CALLED TO, IN TURN, CALL DEFAULT  
STUB CLASS INSTANCE IS TO LOCATE  
APPROPRIATE SERVER COMPUTER, INCLUDING  
IDENTIFICATION OF CLASS AND METHOD TO BE  
INVOKED

111. NAMESERVER COMPUTER PROCESSES  
COMMUNICATIONS FROM DEFAULT STUB CLASS  
INSTANCE AS A REMOTE METHOD INVOCATION, TO  
OBTAIN RESULT INFORMATION

112. NAMESERVER COMPUTER INITIATES  
COMMUNICATIONS TO PROVIDE THE RESULT  
INFORMATION TO THE DEFAULT STUB CLASS  
INSTANCE

B

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**FIG. 2 (CONT. B)**

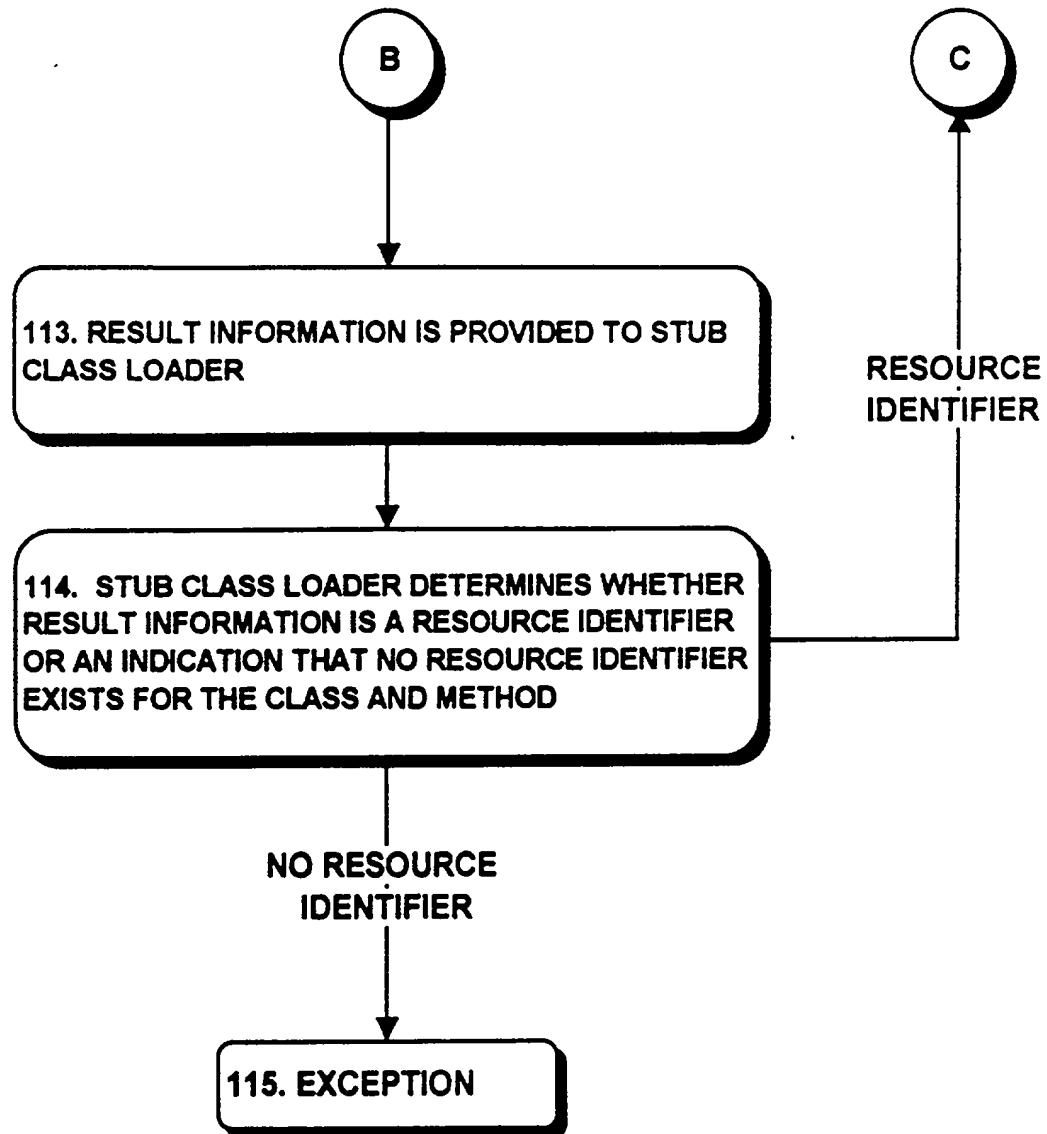


FIG. 3

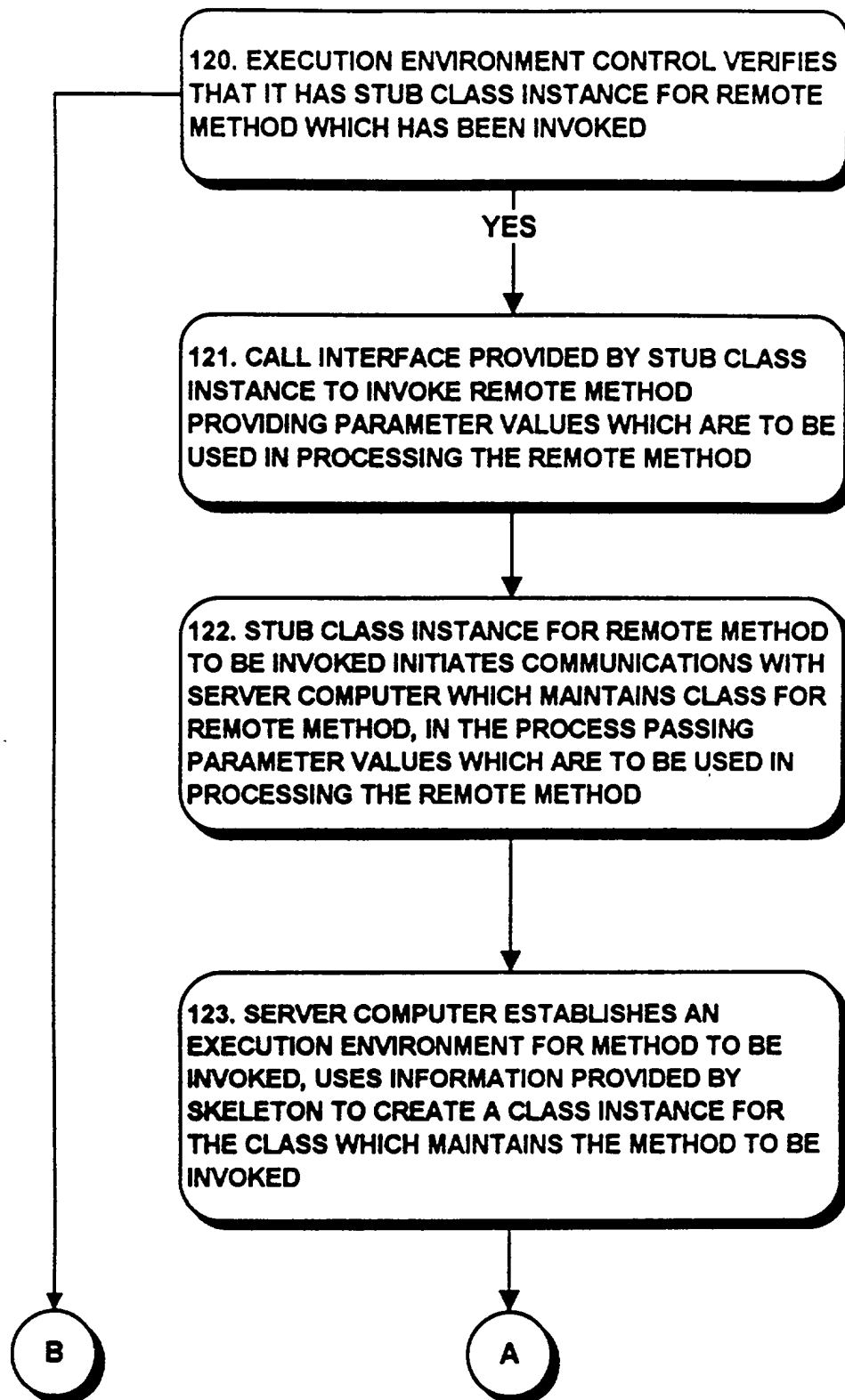
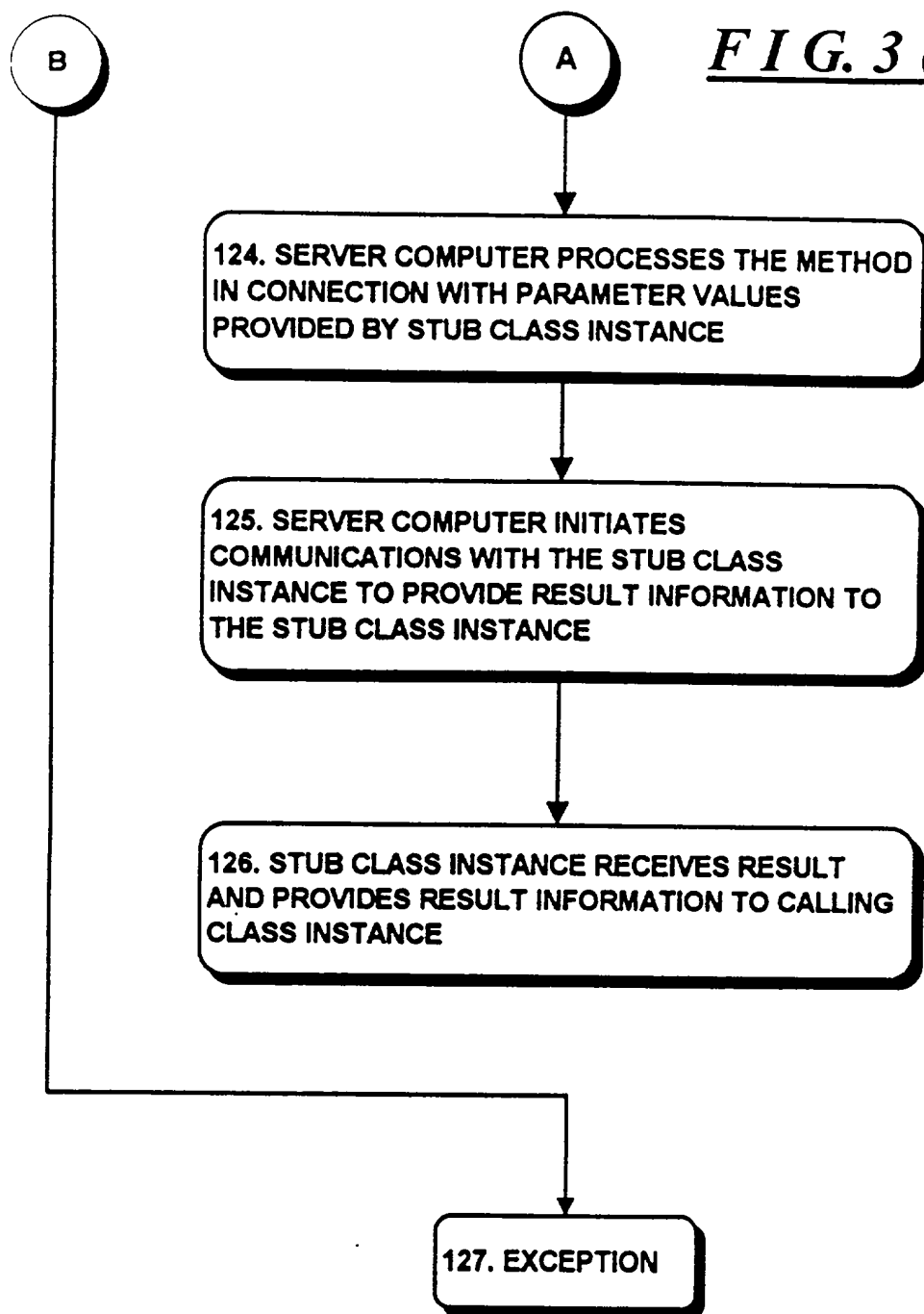


FIG. 3 (CONT. A)





DECLARATION AND POWER OF ATTORNEY

As a below-named inventor, I hereby declare that:

My residence, post office address and citizenship are as stated below next to my name.

I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled System and Method for Facilitating Dynamic Loading of "Stub" Information to Enable a Program Operating in One Address Space to Invoke Processing of a Remote Method or Procedure in Another Address Space, the specification of which was filed on April 23, 1996, as U. S. Application Serial No. 08/636,706.

I hereby state that I have reviewed and understand the contents of the above-identified application specification, including the claims.

I acknowledge the duty to disclose information that is material to the examination of this application in accordance with Title 37, Code of Federal Regulations, section 1.56(a).

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment or both under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

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PATENT

Attorney Docket No.: 6502.0111.01000

**IN THE UNITED STATES PATENT AND TRADEMARK OFFICE**

In re Application of:

Ann M. WOLLRATH et al.

Serial No.: (Rule 1.53(b) of Appln.  
Serial No. 08/636,706, filed  
April 23, 1996)

Group Art Unit: Not Yet Assigned

Filed: Herewith

Examiner: Not Yet Assigned

For: SYSTEM AND METHOD FOR FACILITATING DYNAMIC LOADING OF "STUB"  
INFORMATION TO ENABLE A PROGRAM OPERATING IN ONE ADDRESS  
SPACE TO INVOKE PROCESSING OF A REMOTE METHOD OR PROCEDURE  
IN ANOTHER ADDRESS SPACE

Assistant Commissioner for Patents  
Washington, D.C. 20231

Sir:

**REVOCATION OF ORIGINAL POWER OF ATTORNEY  
AND GRANT OF NEW POWER OF ATTORNEY**

Assignee hereby revokes the previous Power of Attorney in the above action to Richard A. Jordan and hereby grants their power of attorney to FINNEGAN, HENDERSON, FARABOW, GARRETT & DUNNER, L.L.P.; Douglas B. Henderson, Reg. No. 20,291; Ford F. Farabow, Jr., Reg. No. 20,630; Arthur S. Garrett, Reg. No. 20,338; Donald R. Dunner, Reg. No. 19,073; Brian G. Brunsvold, Reg. No. 22,593; Tipton D. Jennings, IV, Reg. No. 20,645; Jerry D. Voight, Reg. No. 23,020; Laurence R. Hefter, Reg. No. 20,827; Kenneth E. Payne, Reg. No. 23,098; Herbert H. Mintz, Reg. No. 26,691; C. Larry O'Rourke, Reg. No. 26,014; Albert J. Santorelli, Reg. No. 22,610; Michael C. Elmer, Reg. No. 25,857; Richard H. Smith, Reg. No. 20,609; Stephen L. Peterson, Reg. No. 26,325; John M. Romary, Reg. No. 26,331; Bruce C.

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